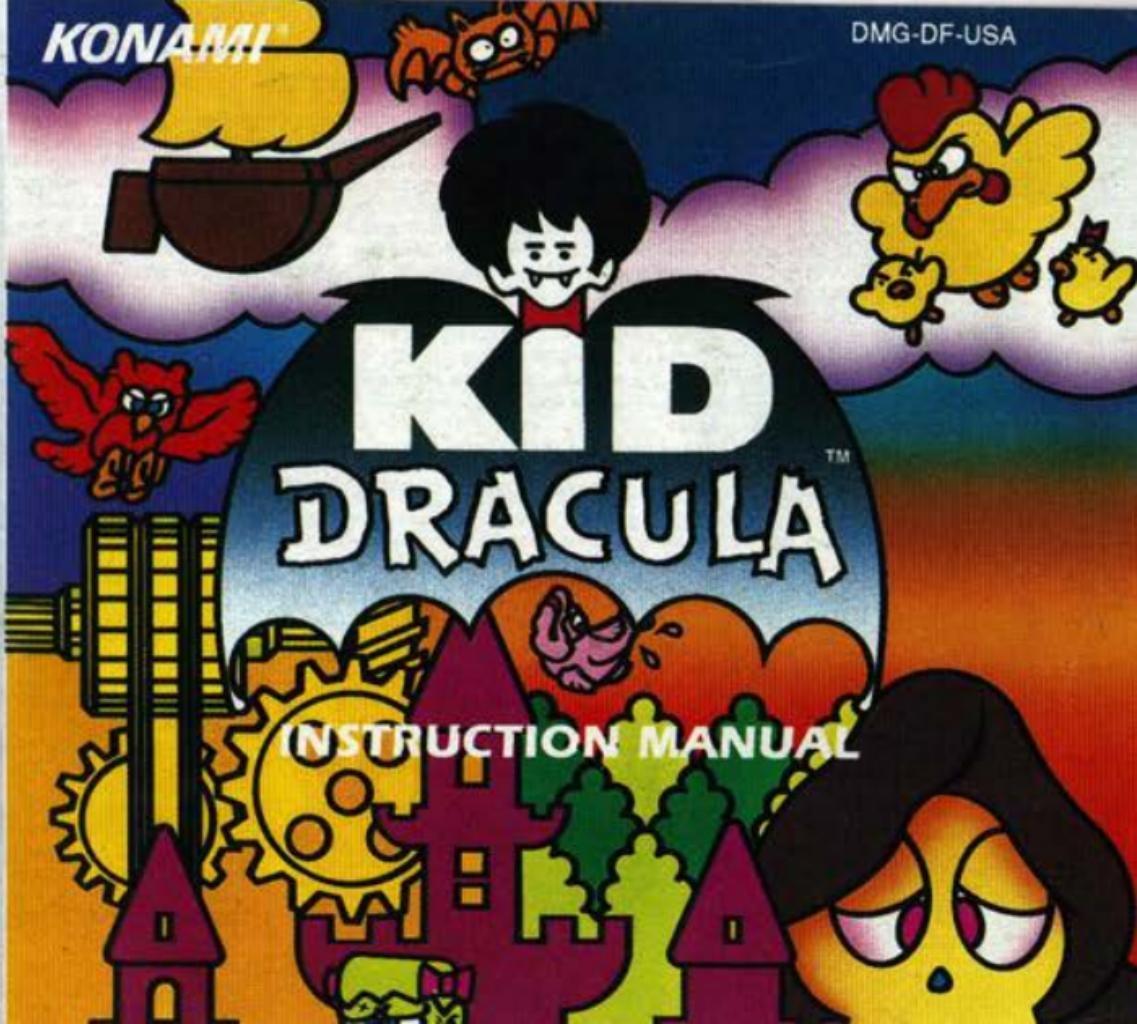




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Nintendo
GAME BOY®



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CONGRATULATIONS!

Welcome to the immortal kingdom of Kid Dracula, an 8 level quest that will drive you totally batty. Before getting lost in the dark, be sure to read this **vampire handbook**, your guide to the great beyond of Game Boy®.

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CHILDREN OF THE NIGHT, YOUR LEADER HAS COME (HE'S REALLY A GOOD DUDE, AT HEART)

And his name is Kid Dracula. (Not to be confused with his old man, the Count, or any of those pasty faced phonies you see flaunting their fake fangs in the flicks.) This is the coolest little terror to come out of Transylvania since the teenage werewolf. Ah, but don't get a big head to go along with your big hair. Because just showing those pearly whites won't scare away the evil of Garamoth, a tyrannical lizard king who transported himself from the year 2 billion B.C. just to terrorize Kid Drac's weird, wild and wonderfully wacky kingdom. No way, castleboy!

To save the night, you must become Kid Dracula and sink your teeth into 8 of the craziest Game Boy levels ever. You must also venture into 5 different subgames, where extra players can be won. Along the way you'll encounter, and hopefully eradicate, a host of horrors, including Frankenkunk, Trance Fusion and the greatest pea brained predator of them all—Garamoth.

Survive, and the cold, drafty concrete crypt you call home will be back in black. Fail, and you'll be seeing red for the rest of your life. Which in eternal vampire years is pretty much forever. Zoinks! Talk about a fangtastic adventure.



THERE'S A LOT AT STAKE WHEN YOU BEGIN

Insert the Game Pak into your Game Boy and turn on the power of Kid Dracula. Gets your blood boiling just to think about it, eh? Press the Start Button twice to advance to the Start/Password screen. Not to be redundant, but if you want to begin at the beginning press Start again. If you want to enter your password from a previous game (so you can return to the level you were at when you last "bit" it), press the Control Pad down and then press Start.

Your adventure begins with the appearance of **The Cross Eyed Creep**, your ghoulish assistant, who will provide you with clues throughout the game. To advance the dialogue, press the A Button. To go directly to the action, press the Start Button. You have three lives to begin with. Each life is measured by a three hearted life line. You can collect hearts throughout your journey to increase your life line up to 5 hearts. Once your hearts are gone, you're a goner. Once your three lives are history, so are you. Fortunately you have unlimited continues, and a password feature to save your game. Use your Control Pad to select one of these options at the end of your life, and press the Start Button. If you select password, be sure to write it down.

PASSWORD CONTROLS

To enter your password, press the Control Pad up or down to select a number, then press the Control Pad right to choose the next number. After you've made your selections, press the Start Button.

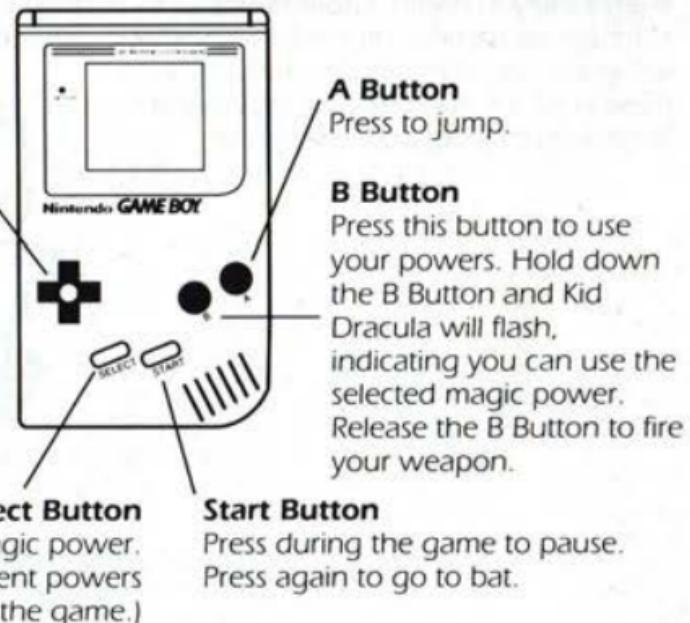
A Visitor's Guide to Drac's "Crypt Sweet Crypt"



HOW TO CONTROL A VAMPIRE (WITHOUT ANY GARLIC)

Control Pad
Press left or right to walk. Press up to climb ladders. Press up simultaneously with the B Button to attack upward. Press down to descend ladders and crouch. During a jump, press in sync with the B Button to attack downward.

Press to switch to a different magic power. (Remember, you will collect different powers throughout the game.)



SECRETS THAT CAN'T BE KEPT

To survive (again not that Dracula ever really dies) you must capture hearts to extend your life line and collect coins that will really pay-off in the subgames. All in all, these hints will improve your chances of destroying that big goon Garamoth.



WHAT TO LOOK FOR IN AN ADVENTURE



Crimson Coin

Defeat an enemy using a powered-up weapon, and a coin will appear. Grab it for future subgame investment.



Small Heart

Restores one heart beat in your life line.



Big Heart

Restores your entire life line.



Big Heart in a Box

Increases your life line by one full heart, plus restores any lost portions of your life line.



Your Guiding Hand in the Subgames

Press the Control Pad to maneuver this hand when making selections in the subgames.

THE POWERS THAT YOU BE

These are the 7 magical powers you control. At the beginning of the game you'll only have two of them (the bat transformation and Bitin' Bullet). But after you overcome different levels, **The Cross Eyed Creep** will award you with another power. To use these special powers, hold the B Button down until Kid Dracula flashes, then release the button.



Bat Transformation and Bitin' Bullet

You begin with a regular Bitin' Bullet to ward off enemies. From the start you can also transform into a bat to overcome obstacles. To return to normal, press the B Button or wait for the time limit (yes, there is a time limit) to expire.

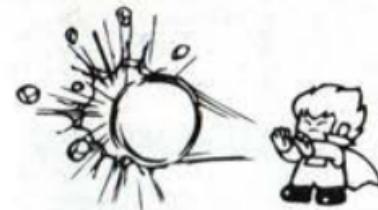


Bat Attack

Patriot bats will zero in on enemies and then whap them with their wings. After destroying the enemy, these bad bats will return to your cape.

Wing 'N Homing Missiles

These nasty homing missiles will destroy any enemy they can find.



Giant Bat Bomb

Nothing can withstand this menace, not even walls!



Hangin' with the Bat Boys Maneuver

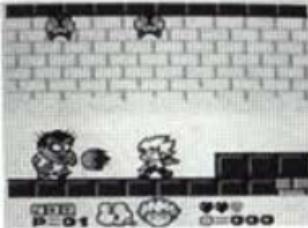
Allows you to stick to ceilings. You can cancel this power by pressing the Select Button or by letting the time expire.



Umbrella Lagosi

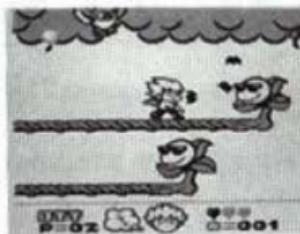
After being awarded this power, press the Control Pad up or down to move this shield. By using the Control Pad you can aim the shield in any direction. You'll never fear getting wet behind your pointy ears again! To close the Umbrella Lagosi, press the B Button. Note: you cannot attack when defending yourself with this item.

A CRAZY 8 LEVELS YOU'LL NEVER FORGET



Kid Drac's Castle Home

Clear this stage and you'll be able to use the Bat Attack.



The Forest of Fools

Clear this stage and you'll be able to fire your Wing 'N Homing Missiles.



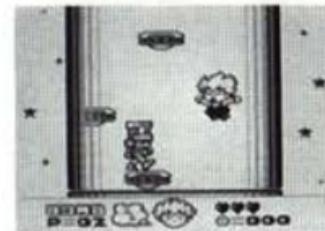
Attack of the Thunder Clouds

Clear this stage and you'll acquire the ol' Hangin' with the Bat Boys Maneuver.



The Ghost Pirate Ship

Clear this stage and you'll be able to launch the giant Bat Bomb, and protect yourself with the Umbrella Lagosi.



The Far Out World of Garamoth

OK, so Garamoth's fangs are bigger than yours. But that doesn't mean you can't kick his tail.



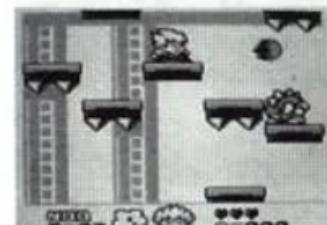
The Monster Volcano

Watch out for ricochet rocks!



The Dark Cave

Falling ceilings and rising floors will really trip you up here.



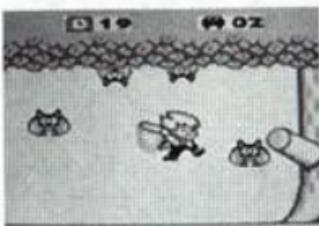
The Robotics Factory Zone

Riveting robo bullets will keep your attention throughout this level.

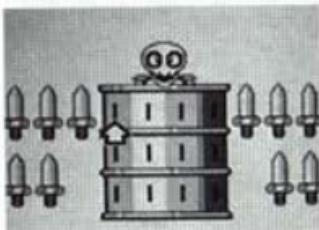
THE SUBTERRANEAN CRYPT GAMES

After clearing a stage, you can choose to play a subgame. To play a subgame, though, you must have a certain number of coins, so be sure to collect as many as possible throughout your adventure. Remember you can get coins by defeating enemies with your "flashing" powers.

There are two kinds of subgames, one with the objective of collecting more coins, the other with a goal of winning more players. The following screens will give you a hint of what to expect when you delve into this very subjective world.



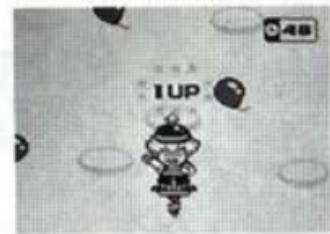
Bat Snatch Challenge



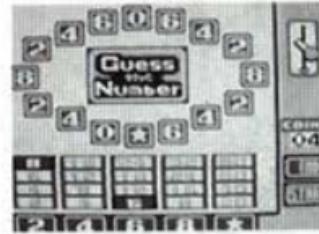
Magical Skull and Romanian
Battle Swords Sweepstakes



Transylvanian
Version of Rock,
Paper, Scissors



Poppin' "Ghostloons"
with your Fangstick
Fandango



Crimson Coin
Collection Game



ENEMIES THAT WILL MAKE ANY KID DRAC YACK!



Garamoth the Magnificent



Shades the Kid Eating Plant



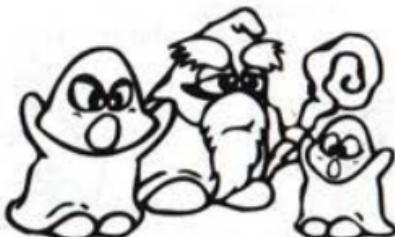
Witchie Wench



Percy Pinchaloaf



Frankenpunk



The Ghosts of Halloween Past, Present and Future



The Spirit of the Last Fried Chicken You Ate



Phyllis Driller



Rod Lightning



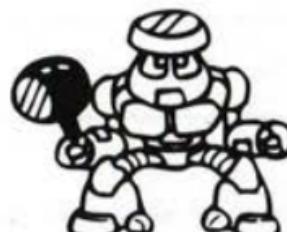
The Trout that Wouldn't Die



Mister Picky Picky



Trance Fusion



Metal, the Heavy



The Illegal Alien from Planet X

NOTES

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